

## CLAIMS

The invention is claimed as follows:

1. An electronic game, comprising:  
a game body including a circuit capable of channeling data, a vibrating means  
5 and at least one interface slot; and  
at least one preselected input device adapted to be received in said slot and  
engage switches electrically connected to said circuit;  
whereby said game body is adapted to vibrate and move via said vibrating  
means when triggered by said circuit based on the switches engaged by said  
10 preselected input device.
2. An electronic game according to claim 1, wherein  
said game body is substantially spherical and is adapted to roll via said  
vibrating means.  
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3. An electronic game according to claim 1, wherein  
said at least one interface slot includes at least three interface slots; and  
said at least one preselected input device is adapted to be received in one of  
said at least three interface slots.  
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4. An electronic game according to claim 3, wherein  
said at least one preselected input device includes at least three preselected  
input devices; and  
each of said at least three preselected input devices is adapted to be received in  
25 any one of said at least three interface slots.
5. An electronic game according to claim 4, wherein  
said at least three interface slots are disposed on said first portion.
- 30 6. An electronic game according to claim 5, wherein  
said at least three interface slots are concentrically disposed on said first  
portion.

7. An electronic game according to claim 1, wherein  
said game body includes first and second portions; and  
said first and second portions are each substantially hemispheres.
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8. An electronic game according to claim 7, wherein  
said second portion includes an area for storing said at least one input device.
9. An electronic game according to claim 7, wherein  
said area is inside of said second portion.
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10. An electronic game according to claim 7, wherein  
said first portion is adapted to be connected to said second portion by a twist  
and lock arrangement.
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11. An electronic game according to claim 1, wherein  
said game body includes a speaker.
12. An electronic game according to claim 1, wherein  
said at least one preselected input device includes tabs that are adapted to  
couple said input device to said game body within said interface slot.
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13. An electronic game according to claim 1, wherein  
said input device includes projections that are adapted to selectively engage  
said switches.
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14. An electronic game according to claim 1, wherein  
said switches include at least six switches, each of which is disposed within  
said slot; and  
said input device includes between one to six projections adapted to selectively  
engage between one and six of said switches.
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15. An electronic game according to claim 1, wherein  
game body includes lights that are selectively controlled by said circuit.
- 5 16. An electronic game according to claim 1, wherein  
said at least one input device is a disk.
17. An electronic game according to claim 1, wherein  
said circuit includes a microprocessor.
- 10 18. A method of using an electronic gaming device, the gaming device  
including a housing, a circuit and a vibration means, the method comprising the steps  
of:  
selecting an input device;  
coupling the input device to the housing so that the input device communicates  
15 with the circuit, which in turn selectively activates the vibration means based on the  
communication between the input device and circuit.
19. A method according to claim 18, wherein  
the coupling step includes coupling the input device to the housing by inserting  
20 the input device into an interface slot in the housing.
20. A method according to claim 19, wherein  
the coupling step includes inserting an input device having at least one  
projection thereon into an interface slot having a plurality of switches that are in  
25 electrical communication with the circuit, the at least one projection engaging at least  
one of the plurality of projections.
21. A method according to claim 18, wherein  
the selecting step includes selecting a substantially disk shaped input device.  
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22. A method according to claim 18, further including the step of  
initiating the selective activation of the vibration means.

23. An electronic gaming device, comprising:
- a first portion including a first circuit adapted to channel data, a first vibrating means, a first interface slot and first and second switches electrically connected to said first circuit;
- a preselected first input device adapted to be received in said first slot and engage at least one of said first and second switches;
- a second portion including a second circuit adapted to channel data, a second vibrating means, a second interface slot and third and fourth switches electrically connected to said second circuit, said second portion adapted to be connected to said first portion to form a game body; and
- a second preselected input device adapted to be received in said second slot and engage at least one of said third and fourth switches;
- whereby said game body is adapted to vibrate and move via said first and second vibrating means when triggered by said first and second circuit based on said first preselected input device engaging at least one of said first and second switches and said second preselected input device engaging at least one of said third and fourth switches.
24. An electronic gaming device according to claim 23, wherein said game body is substantially spherical and is adapted to roll via said first and second vibrating means.
25. An electronic gaming device according to claim 23, wherein said first portion includes third and fourth interface slots; and said second portion includes fifth and sixth interface slots.
26. An electronic gaming device according to claim 25, wherein said first, third and fourth interface slots are concentrically disposed on said first portion; and said second, fifth and sixth interface slots are concentrically disposed on said second portion.

27. An electronic gaming device according to claim 23, wherein said first and second portions are each substantially hemispheres.
- 5 28. An electronic gaming device according to claim 23, wherein said first and second portions each include a speaker.
29. An electronic gaming device according to claim 23, wherein said first portion is adapted to be connected to said second portion by a twist  
10 and lock arrangement.
30. An electronic gaming device according to claim 23, wherein said first device includes at least one projection that is adapted to selectively engage at least one of said first and second switches; and  
15 said second input includes at least one projection that is adapted to selectively engage at least one of said third and second switches
31. An electronic gaming device according to claim 23, wherein each of said first and second portions include lights that are selectively  
20 controlled by said first and second circuits, respectively.
32. An electronic gaming device according to claim 23, wherein each of said first and second input devices is a disk.
- 25 33. An electronic gaming device according to claim 23, wherein said first and second circuits include first and second microprocessors, respectively.